ADD 'EM UP!

Objectives: 1) to determine the probability of events

2) to find a fractional part of a total

Grade Level: Sixth

Materials needed: 2 dice

Directions: Introduce the 2 dice experiment by telling students they are going to toss 2 dice and find the sum of the numbers.

Lead students to agree there will be a number of pessible sums (2,3,4,5,6,...10,11,12). List all possible sums on the chalkboard. Ask students of they think the chances of getting a 2 is the same as a 3,4,5, etc., and tell why they think so.

Together complete the following table on the chalkboard.

Sum	Combination	Total
2 3 4 5 6 7 8 9 10 11 12	1+1 1+2, 2+1 1+3, 3+1, 2+2 1+4, 4+1, 2+3, 3+2 1+5, 5+1, 2+4, 4+2, 3+3 1+6, 6+1, 3+4, 4+3, 5+2, 2+5 2+6, 6+2, 3+5, 5+3, 4+4 4+5, 5+4, 3+6, 6+3 4+6, 6+4, 5+5 5+6, 6+5 6+6 total possible combin	1 2 3 4 5 6 5 4 3 2 1

Lead students to realize the probability of getting a sum of 6,7 or 8 is greater than getting a 2,3,11, or 12.

Tell students they will roll 2 dice a total of 108 times. They will compute for a prediction first:

Prediction = number of combinations for each sum x tosses (108)

number of possible outcomes (36)

They will then experiment and record results.

Have students make a copy of the following table:

Hav	e students make a copy of the following	table:
	Probability Experiment Using Two Di	.ce
Sum 2 3	Predicted outcome 1/36 x 108=3 2/36 x 108=6	Experiment results
(contiin	ue through 12)	

Have students complete chart, experiment, and record.

Extension: Find mean results of the entire class; determine if class results come closer to predicted outcomes than individual results.

Additional related experiment: (more possible outcomes) Use numbers from telephone book, adding the last 2 digits. Follow the same format and plan, but use more than 108 numbers. Have students choose the amount to use.